

Product Release



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ATARI'S FIRST SOFTWARE PRODUCTS FOR THE GRADUATE™ TO INTRODUCE USERS TO THE BENEFITS OF PERSONAL COMPUTING

Sunnyvale, CA. — June 5 — Nine software products designed for use on Atari's The Graduate 2600 Video Computer System will accompany the introduction of the new low-cost computer system.

"The initial catalog of programs for The Graduate," states John Cavalier, President, Atari Products Company, "was developed to provide an introduction to the benefits of personal computers to users of all ages. The Graduate software is designed to be entertaining as well as educational."

The Graduate software will be available at all Atari dealers in October, when The Graduate computer system is expected to go on retail sale. The initial programs for The Graduate include introductions to programming using Microsoft Basic (which is built into the Graduate keyboard), educational programs, home management aids and a selection of games which benefit from the enhanced gameplaying and graphics capability of The Graduate keyboard computer module.

The Graduate programs are:

PROGRAMMING

An Introduction to ProgrammingTM

This program introduces the user to the computer keyboard, while teaching the fundamentals of introductory programming and programming language. Beginners start by performing simple mathematical calculations, and eventually develop their own personal programs. In the course of their instruction, examples of the computer's color graphics and sound capabilities are provided.

Suggested retail: \$40.45.

Children's Introduction to Programming

Children learn the fundamentals of basic programming with step-by-step easy to follow instructions. Creative colorful displays keep children interested and entertained as they become familiar with the computer.

Suggested retail: \$40.45

HOME MANAGEMENT

The Home Filing ManagerTM

This organization tool allows the user to catalog and file everything from addresses and birthdays to tools and books. A private filing system for almost everything can be established, and information can be created, stored, edited, and retrieved with this easy-to-use, flexible program. (The Graduate Wafer Drive is needed to support this program.)

Suggested retail: \$40.45

Family Finances

Yearly and monthly income and expenditures can be analyzed, reviewed, and updated with this program, which can help to organize personal finances. A budget can be set up for future use and the existing budget can be revised at any time.

Suggested retail: \$40.45

EDUCATION

Typo Attack¹

This game is a fun, colorful tool designed to familiarize beginners with the typewriter keyboard and help advanced typists improve their typing speed and skill. As the invading typos fall from above, players must defend their eight bases by pressing a designated key on the keyboard, which destroys the typo. The more typos destroyed, however, the more frequent the typo attacks. Soon, players don't have time to search for a key or keys, and must rely on their touch-typing skills.

Suggested retail: \$35.45

Monkey Up a Tree

Children have fun learning addition, subtraction, multiplication, and division in this unique game, with the help of a hungry monkey and some ripe bananas. Each time a given mathematical problem is answered correctly, the monkey climbs part way up a banana tree. If an incorrect answer is given, or too much time is taken, the monkey slides a little down the tree, and the correct answer is given to study.

Suggested retail: \$35.45

GAMES

Donkey Kong by Nintendo¹

With three full screens, detailed graphics, and bright, colorful animation, this is an improved home version of the blockbuster coin-op game. In Donkey Kong, Mario must run up a series of girders and ladders to rescue his girlfriend from the clutches of the giant ape, Donkey Kong. Mario's progress is impeded by the barrels which the ape is constantly throwing at him.

Suggested retail: \$40.45

Robotron: 2084²

It's the year 2084, and the deadly Robotron robots have taken over the world in this home version of the highly successful coin-op game. Players must use a 360° laser gun (and lightning-quick reflexes) to protect the last family on earth from these mechanized menaces! There are more than 95 moving characters on the screen to provide dazzling action.

Suggested retail: \$40.45

Caverns of Mars™

In this "search and destroy" mission beneath the surface of the Red Planet, players must maneuver to their spaceship toward an alien stronghold at the bottom of a cavern. There, they must activate a bomb and escape, while avoiding floating mines, rubble, and enemy space ships. Caverns of Mars has already proven its popularity in an earlier computer game produced by Atari.

Suggested retail: \$40.45

The Graduate provides Atari 2600 VCS owners with a low-cost introduction to personal computing. A snap-on module keyboard with supporting electronics converts the familiar game console into a powerful, small computer. A full line of peripheral products is also available for The Graduate to provide 2600 owners with an overview of the full benefits of home computing.

Atari is a leading designer and manufacturer of home video games, coin video games and home computers, programs and peripherals for a variety of applications. Recently, Atari announced plans to develop and market home telecommunication products. Atari is a wholly owned subsidiary of Warner Communications Inc.

¹Trademark and Copyright Nintendo 1981, 1983

²Robotron 2084 is a Trademark and Copyright Williams 1982.

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